

# MilAtari Limited Edition

Vol. IX, No. V  
May 1990

## This Month: General Meeting

Sat., May 19th, 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

## Exec. Board Meeting

Sun., May 20th, 7:30pm  
Pepino's, 9909 W. Appleton

## Next Month: General Meeting

Sat., June 16th, 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

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*Michelle Gross*

## Bob Brodie Visits MWASF (and MilAtari)

The recent weekend of April 21 & 22 is not one that MilAtari members will be likely to forget for quite some time.

It all started at our normally scheduled membership meeting when a certain party infiltrated our group, wreaking havoc as he went, simply by keeping a low profile. During the gathering period before our business meeting, I gave our guest the type of tour normally given by our new member and guest host, Pat Wickstrom. (You missed a good one Pat!!!) Our officers and staff of volunteers did their usual swell job of making our newcomer feel welcome by offering their help and services in each of their respective areas.

Everett was especially informative in regard to our publication library offerings. He did a great job of letting our guest know which publications were available, and no longer available, as in the case of the short lived Atarian Magazine. (Gee who ever won the "Name the Superhero" contest anyway?) Well Everett lamented about how he's still waiting for his refund check for his unused subscription, "and you know how that is, I called Atari and they gave me the old check is in the mail story." And well "yes, I know what you mean" our guest said while nodding his head in that typical understanding type of way he has about him.

I'm truly glad Everett is as understanding, because you can imagine his surprise (and embarrassment) when minutes later I introduced Bob Brodie to our membership. It was Bob's idea Everett! Really!

Bob made a special stop to see the MilAtari gang and gave an intimate presentation to a receptive audience about Atari Corp., where they're at, and where they're headed. His words carry the sound of sincerity and honesty which has done much to build a sense of integrity among the Atari community across the nation. He uses old fashioned horse sense, tells it like it is, and meets the issues head on. This gentleman makes me feel good about owning an Atari product.

Some main points of his talk: the Portfolio is doing very well and Atari is advertising in a number of periodicals; the LYNX is being sold by Sears nationwide as well as in a number of other outlets, and Atari plans on releasing another 25 titles before Christmas '90. They are working on a scaled down version of the LYNX in order to better compete with the Gameboy in price. The STE has passed FCC and is in production. I'm hoping to see the TT by year's end...

Bob also brought MilAtari three sets of TOS 1.4 chips which were given out as door prizes at our meeting.

Sunday was the big day, and much to the pleasure of all concerned, the place was packed. Quite honestly I never made it all the way around the hall, so I can't give you much info on what great deals you missed, but I can tell you from what I did see, a lot of money changed hands between those four walls. I understand the vendors were real happy with the fest.

From what little time I had to browse, there seemed to be quite a bit of equipment on the floor. I know David was able to play with one of the two Moniterm monitors that was there for awhile. There were a number of LYNX game systems, new and used software, and of course the latest and greatest PD

**MilAtari Ltd.**

The Milwaukee Area  
Atari Users Group  
Post Office Box 14038  
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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# Midwest Atari SwapFest Door Prize Winners

The following ticket numbers have unclaimed door prizes from the Midwest Atari SwapFest:

**139, 273, 244, 240, 234**

Please claim your prize at the May General Meeting, or give me a call if you can't make it.

Michelle

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**Doug Raeburn**

# Data Manager Professional

**Mfg:** Timeworks  
**List Price:** \$79.95 (estimated)  
**Type:** ST database manager  
**Rating:** Good/Very Good

Databases play (or have played) a big role in both my professional and personal life. In my professional endeavors as a programmer/analyst, I design them for large scale applications. As a hobbyist (and club officer), I maintained MilAtari's membership database, until such time that the powers that be requested that I become newsletter editor.

Just what is a database? Looking in my dictionary, the first definition matches most people's usage of the word - "a large collection of data in a computer, organized so that it can be expanded, updated and retrieved rapidly for various uses." However, you may be surprised to learn that, even if you have never worked with a database on your computer, you probably deal with databases all the time. Do you have an address book? An encyclopedia? Perhaps an organized collection of recipes? Or a large collection of records, audio cassettes and/or video cassettes that you have indexed? All of these items are databases according to the dictionary's second definition - "any large or extensive collect of information." They may be not be computerized, but they are databases.

One colloquial use of the word database is to refer the computer software that manages the database (allows searching, adding data, deleting data, etc.) rather than the data itself. An example of that sort of software (a database manager, or DBM) is the topic of this review.

In order to maintain our club database, we use a database manager called Data Manager ST, by Timeworks. Our club is not small by user group standards, but our database is fairly small compared to many com-

puterized databases, so a relatively simple "flat" DBM such as Data Manager ST (henceforth referred to as DM ST) has been sufficient. However, there were things that I would have liked to have done with the club database that Data Manager ST could either not do well or not do at all. I was always wondering if I would come across a DBM that is easy to use (as is DM ST), compatible with it and more powerful. So, when I had an opportunity to work with Data Manager Professional, Timework's second generation DBM, I had high hopes for it meeting those criteria.

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**Data Manager  
Professional has some  
very attractive  
features...the relational  
functions give it a  
great deal of flexibility  
and power.**

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## "Flat" Database?

What is a "flat" DBM? It is one that does not work with multiple database files, tables, etc. Instead, it requires that all information about a particular entity be stored in one entry, or record. In our club database, there is one record per membership. This record contains the member's name, address, information about his or her computer equipment, membership information, names of family members in the case of a family membership, among other things. Each record for each member is in the same format. The program can only deal with one database file at a time, so nearly every piece of relevant information that we have about active members is in this

one database file.

The other type of DBM is called relational. A relational DBM can deal with multiple files, and extract pieces of information and combine them to create new files or tables. For example, most of our employers have massive amounts of information about us. They know where we live, what we do, our salary, salary history, insurance information, family statistics, and on and on. So, imagine that an administrative person is updating vacation information. Most likely, we would want him or her to only see information related to vacations. A relational DBM would be able to extract vacation information from that huge database of employee information and combine it with a name and perhaps employee number. Then it could present this information as a table or perhaps another database of just vacation information. There's much more to a relational DBM than that, but hopefully you get the idea.

## Data Manager Professional

Data Manager Professional is a new product by Timeworks, the company responsible for such popular ST programs such as Word Writer ST, Swiftcalc ST and Publisher ST. However, as I understand it, this software is not actually new. There was a product called Trimbase distributed by Michtron a few years ago. Apparently, Data Manager Professional is a slightly modified version of the since discontinued Trimbase. I mention this only as information, not as a criticism of the software.

Data Manager Professional (henceforth referred to as DM Pro) is described in its documentation as "...a full relational data base system." Although DM Pro can work with multiple files to create data subsets, it does not have all of the features that one would expect to find in a true relational database. For example, it does not support lookup tables (where one value would be derived from a table based on another value - eg. sales representative is looked up and auto-

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### Data Manager Professional from previous page.

matically entered when territory is input). In addition, it does not support "many-to-many" relationships (eg. your service reps service many customers, and your customers can have more than one service rep). Nonetheless, it has some very powerful features, and can do many things that its predecessor, DM ST, can't.

### Starting out

When you first enter the program, you are faced with a startup menu. From this menu, you can choose to define a database, maintain a database, generate a report, set the system date or configure the system. Before you can store any data, your database must be defined.

With DM Pro, you enter the Define mode. By selecting the Create Form option, you are presented with a blank record form that you use to place your fields. To add a field (variable), you click on the New Variable function. You are then able to name the field and define the variable type. Variable types supported by DM Pro include:

**Text** - Any free format text, such as names, addresses, etc. This would also include highly formatted numbers such as phone numbers and social security numbers.

**Number** - Any number that could be used in a mathematical calculation, such as price or # of sales calls.

**Date** - DM Pro supports a variety of date formats, including the familiar MM/DD/YY, or the European DD/MM/YY. This variable type provides entry validation and formatting of entered dates.

**Class** - Allows you to define a range of allowable entries, such as Yes/No, Male/Female, or anything you designate.

**Block** - A text variable that extends over several lines, such as a recipe or an address.

After you have defined the field,

it appears in an edit window. You then drag the field from the edit window into the record window and position it. At that point, you can also "drag" the field to size it. One type of field supported by DM ST that is not by DM Pro is the calculation field. For example, in DM ST, you could have an invoice form, and have tax or shipping charges automatically added, and the invoice totalled. DM Pro lacks this feature in records - calculations can only be performed in reports.

When everything is positioned as desired, you then save the record form. You are now ready to enter data.

### Maintaining your database

To enter data, you must go into the Maintain module. In DM ST, there is no distinction between a definition and a maintenance mode. This makes things easier to change on the fly, but also presented a drawback - it is too easy to inadvertently change a field size or move a field when you are merely trying to move around with the mouse. I prefer DM Pro's separate modes, since the fields are "locked" in place during data entry. It is still a simple matter to go into the Define mode to change something (add a field, change a field length, etc.).

To enter a new record, you enter Input mode using a menu selection or a function key. You can freely move around using the arrow keys. DM Pro will reject field entries that do not fit the field type (entering text in a number field, etc.). After entering data in a field, pressing the Return key will take you to the next field. When all fields have been entered, you can either accept the record (F10 key) or reject it (F1 key).

DM Pro provides a record copy function. After you have entered a record, the F7 key will copy all values to another record. This can be handy if a number of values remain the same in the next record you are going to enter (eg., address values for multiple family member records). However, I do prefer the comparable method used by DM ST - a function key allows you to copy the data from the last record by field

as desired, rather than by the entire record.

After data is entered, you can access and view it in a number of ways. Like DM ST, DM Pro supports both a table view and a form view. The table view is a list of records in a spreadsheet type format, one record per line. The form view allows entry and editing of fields, one record at a time. You can click on a record in the table view and then go to the form view to work with the record.

One interesting feature is the global update command. For example, if you add a field, you can put a value in the field, and then activate Global Update. The program will automatically put the same value in the same field for all currently selected records.

As desired, you can either deal with the entire file, or just selected records. This option is available in DM ST, as well, but is far more limited. Let's say, for example, that you wanted to select all females living in Milwaukee. With DM ST, you have to make 2 separate selections - first, to select all females, and then, from that set, everyone from Milwaukee. If your selection criteria were more complex, for example, all males from any city and all females living in Milwaukee, DM ST can't deal with it.

DM Pro allows you to specify several criteria at one time, and it supports logical operators, such as AND and OR. In the first example, you could specify that Gender is equal to F AND City is equal to Milwaukee. This one set of criteria would select all records in which both criteria were true, yielding all records for females living in Milwaukee. Using the OR operator, the second example would also be possible. You would specify Gender is equal to M OR Gender is equal to F and City is equal to Milwaukee. Other conditionals, such as not equal to, greater than, up to and including, etc. are provided to maximize flexibility.

You can sort the file on any field

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**Data Manager Professional**  
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as desired. New records are added at the end of the file, so you must sort after entering if you desire to have your records in a particular order. DM Pro only allows sortation on a single field at a time, so if you want to sort by multiple fields (for example, by last name and, within last name, by first name), you must perform multiple sorts from least significant field to most significant field. DM ST works similarly, but has one advantage. It remembers the last sortation instructions, and you can select a Resort function. DM Pro requires that you enter each sortation instruction every time you perform a sort.

DM Pro supports a Statistics function, which allows you to get counts of records that have certain values in certain fields. It also allows you to remove duplicate records.

DM Pro operates quickly. It "caches" as many records as possible in memory, to provide rapid access. However, it does support up to 32,000 records per file. This is an advantage over DM ST, which is limited to the number of records that can be held in memory.

### Generating reports

Reports are a mixed bag with DM Pro. It does support more complex reports than does DM ST, but it also is somewhat more difficult to use for simple reports.

DM Pro uses a word processor-like interface to define reports. With a columnar report, you would type in the column headings, and then specify the field used as a simple expression.

In the case of numeric variables, you can use formulae. Dates can be formatted in a number of ways, such as full date, name of day, etc.

Compound expressions are handled almost like a conditional in a programming language, and can provide for printing of messages. As an example, if you wanted your report to indicate clearly who is a state resident, you could have the report print "Resi-

dent" if the STATE field is equal to WI, otherwise it would print "Non-resident". Compound expressions can provide a great deal of flexibility in reports.

DM ST has a means of creating a file for use with Word Writer ST for purposes of mail merge. Mail merge is a means of sending "personalized" form letters to names in a database - for example, your form letter would say "Dear FIRST NAME," and when processed, FIRST NAME would be replaced by the actual value of the FIRST NAME field in each record. In lieu of this, DM Pro uses its own word processor interface. To me, this is less than ideal, since the word processor does not provide such staple features as a spell checker, etc. I tried creating a report file that could be read by Word Writer ST (similar to that created by DM ST), but I was stymied by the fact that DM Pro automatically assumes that the output is being printed, so it would skip lines at what it presumed was page end, messing up the spacing between records. This is not one of DM Pro's strong points.

A couple more gripes - DM ST provides a simple means to produce a columnar report. All you do is "hide" any columns that you don't want printed, set a few parameters, and let 'er rip. DM Pro, on the other hand, requires a specific layout even for such a simple report. In addition, DM ST allows your report to be wider than your paper... first it prints all it can on one page, then it prints the balance on the next page. DM Pro restricts you to 132 columns, the largest number of columns that many printers can print. If you want to print more columns, you're out of luck.

One nice feature - in a stored report format, you can specify your record selection parameters. For example, if you are storing customer billing records, and each month you run a report of all customers with bills over 60 days overdue, you can store that selection criteria in the report format. When the report format is selected, the specified record selection is performed automatically whenever the report is

run. In DM ST, although you can store the report format, you have to explicitly select the records to be reported on each time the report is run.

DM Pro supports record grouping, totals and means (averages). You can also print a summary report - rather than printing all selected records, the report would list a record count, totals, means, etc.

Overall, DM Pro's report module provides some impressive features, but falls short in some other areas.

### Relational capabilities

DM Pro's relational capabilities are centered around its ability to create new files that summarize or combine data from one or more files in a variety of fashions. Then, the new file can be maintained, reports printed, etc.

A specific example from my days as club secretary might illustrate one use for this. I would maintain a database of currently active members. If a current member would fail to renew after his or her membership expired, I would have to remove the record for that member. Many times, members would lose their applications, forget to send them in on time, or for whatever reason, allow their membership to lapse by accident. So, when they would re-apply a month or two late, I would have to create a completely new record for that member, since DM ST did not support joining of two files.

With DM Pro, we could keep a large master membership database consisting of both active and inactive members. For the database for the current month, a new file could be created using DM Pro's Selection function, using only records marked as active. When a membership lapsed, rather than deleting that record from the master database, it could simply be marked as inactive. Then, if that member rejoined in the future, the record would be again marked as active. Since DM Pro works well with groups of records, maintenance could be done in the large master file, and a new current file

**Data Manager Professional**  
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could be created each month. Technically, DM ST can perform the above operation in a fashion, but lacks the flexibility to do it well.

So, to summarize, Selection is the ability to create a new database consisting of a selected group of records from the original file.

Projection is a means of creating a new file consisting of only some of the columns (fields) from the original. In the case of an employee file, an employer may need to create a database for an administrative person to work with that has salary information omitted. Projection is the means with which to accomplish this.

Merging is the creation of a new file consisting of the contents of two files with exactly the same record layout. As an example, let's say that a company has an East Coast sales office and a West Coast sales office. Those offices could use two databases with identical layouts to record sales data for the East region and the West region during the year. Then, at the end of the year, the East region database and the West region database could be merged to allow for sales summaries for the entire country.

Joining allows the combination of fields from two files according to selected criteria. For example, an employer keeps employee data in one database, and department data in another. The related department data could be "joined" into each employee record as desired, to form a specified new record for reporting or some other use.

Duplicate records in two files with identical layouts can be eliminated by the Subtraction function. You can specify to subtract any record found in both file A and file B from file B. All duplicate records would then be removed.

Finally, if a relational function has to be performed on a regular basis, you can record a sequence of steps (like a macro recorder) and then play the steps

back to automatically perform the same steps the next time you perform that function.

**Data Manager ST  
compatible?**

Well, sort of.... you can convert your DM ST files into DM Pro files. First, you should create a DM Pro database with exactly the same field layout as your DM ST file. Then, load the file to be converted into DM ST and print it to an ASCII file. Finally, there is a separate CONVERT program for DM Pro that will convert the DM ST records into DM Pro format. This is a one-way process.... you cannot convert DM Pro records back into DM ST format.

Finally, documentation is typical Timeworks, that is, first rate.

**The bottomline**

In summary, I feel that DM Pro has some very attractive features. Record forms are easy to design. Record entry is well handled. It features powerful group selection functions. Databases can be larger than available RAM. And the relational functions give it a great deal of flexibility and power.

On the other hand, DM Pro does not support calculated fields. In addition, the Report module has quite a few shortcomings.

I don't feel that I can give Data Manager Professional an unconditional recommendation. Despite the description "professional", I don't feel that this product is powerful enough for serious business applications. As for lighter duty use, if you don't already have a database manager and find its relational features attractive, it is worth considering. However, if you don't need the relational features, the original Data Manager ST's greater ease of use and ability to interface with other programs make it a good choice for light-to-medium duty applications. I do think that Data Manager Professional may be worth considering for the club database, however. I'll discuss this with the board members in the near future.

# Bits 'n Bytes

## New members for April

**Terry Browning**, along with family members Jacqueline, Jessica and Jeanette, owns an XEG game machine. Since they have added disk drives, a modem and a printer, they're obviously using it for a lot more than just games!

**Richard Hulsether** is a beginner running a 130XE. He's looking for help in learning BASIC and ACTION! languages, and he says he'd like to help others, as well.

**Gerald and Delores Lund** own a 520ST color system. They list themselves as beginners. Since they didn't indicate what they are looking for from our group, I hope they let us know!

## The Gross Administration

**Michelle, Tom, Bruce, Linda and Dale** have all been reelected for another year. Although they ran unopposed, I feel that this is a vote of confidence for them, and indicates that the membership is satisfied with their performance in their first terms.

I would like to take this opportunity to recognize Michelle's accomplishments during her first term. Some people seemed to feel that nobody but Michelle's predecessor could pull off the monumental task of making GENCON a reality. Well, not only did Michelle pull it off, but she made it a bigger and better event than ever! And she has Atari's full commitment for the 1990 show as well. Other events, like the picnic and the Christmas party, were also great successes. Because of Michelle's ideas in expanding the role of our Public Relations representative, MilAtari has ongoing communication with Atari Corp., many major software manufacturers, Atari dealers and other user groups. The Tuesday night SIGs seem to be getting better and better, and show Michelle's commitment toward providing the kind of support and education for which our

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**Bob Brodie Visits**  
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offerings.

I finally made it to the Atari booth just before tear down and was able to take a few minutes to admire and drool over Bob's toys. The first thing to catch my eye was the STacy, which is quite an impressive piece of equipment! Before seeing her, I really never paid much heed to the write ups in magazines. What, after all, does a homemaker need with a laptop computer? Well you know that old saying about necessity being the mother of invention don't you? I think someone got that mixed up somewhat. It ought to read something like desire being the mother of necessity. Once you see this baby operate, dreaming up uses comes easy. You know I'm not a technological wizard, so I'll leave the specs for another member to expand on, but from the standpoint of an ST user, she looks and feels real good.

Also in Bob's booth was the STE, another good looking machine. I briefly was able to take a look at a digitized sound demonstration which was running off a floppy drive you would have thought was a hard drive from the speed the sound files were loading. Again, very impressive from the standpoint of speed as well as sound,(not to mention the graphics). The demonstration featured sounds such as thun-

der, the laughter of a child, and my favorite, the kookaburra. (We've got to get some loon magic in there Bob!)

I never even had a chance to hold the Portfolio, but it too was there as was the LYNX. Bob was also very much available and open to the public for questions at his booth, as was Mike Groh, a local Atari Rep and Jeff J. Williams, a SYSOP on Genie. As you might suspect there was always quite a crowd gathered around the Atari table.

There were an abundance of door prizes given out. The grand prize was a 44 megabyte removable hard drive, courtesy of Atari Corp! Other prizes included TOS 1.4 chips, T-shirts, joysticks, and many others. Any of you who did not attend, but purchased tickets, please see the list of winning ticket numbers with unclaimed prizes elsewhere in this edition.

My job during the show was to help out in the meeting room that had been made available separate from the swap area, for Bob and D.A. Brumleve's presentations. Bob was at his usual top form and gave two very informative presentations on Atari Corp., today and tomorrow, took lots of questions from the audience, and gave us a real treat by

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*-Dave Small, Gadgets by Small*

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*-John Nagy, reviewer for Computer Shopper*

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*-Charles F. Johnson, Codehead Software*

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**ICD**

***Michael Durmeyer***

# Project Neptune

<b>Mfg:</b> Epyx (Infogrames)
<b>List Price:</b> \$34.95 (estimated)
<b>Type:</b> ST submarine simulation
<b>Difficulty:</b> 4
<b>Graphics:</b> 4
<b>Docs:</b> 3
<b>Rating:</b> Recommended
Joystick/mouse/keyboard, color monitor

For those fans out there who enjoyed Star Raiders, Project Neptune adds an extra twist. Instead of battling asteroids and alien spacecraft, here, you're somewhere at the bottom of the North Sea. As special agent Robert Steel, it's your mission to stop the unfriendly, code name: Yellow Shadow, from expanding his undersea network of uranium mining bases. As his network of bases grow, his stockpile of uranium grows, increasing his ability to sell this valuable commodity to unfriendly governments.

The opening introduction screen, complete with digitized background music, has a transport plane flying across the screen, from which Steel parachutes into the sea. Not far behind is an enemy agent who tries to prevent you from rendezvousing with your submarine. Both agents have a brief battle, each on his own jet ski. A long list of credits scroll across the screen afterwards.

The long introduction can be bypassed by using the escape key. A prompt will then be given to insert disk two. Next you will find yourself at the controls of a sub at the bottom of the North Sea. The underwater scenery is complete with kelp, rock formations, ally and enemy bases. If you venture outside the sub in SCUBA gear you will also see sharks and a giant octopus or two. Cruising along the sea bottom you will also encounter deadly underwater mines. The mini-sub is equipped with a compass, clock, advanced warning acoustic monitor, viewport, a one

man Propellor Driven Platform, Underwater Concussion Devices, UCD timer, air lock, satellite/aircraft symbolic map, decoy status panel, scuba gear, torpedoes and life support displays.

Access to the weapons system, SASMAP and the airlock is controlled by toggling the return key, in order to get the arrow cursor to allow mouse activated selections from the screen. Activating the map, somewhat resembling the galaxy map from Star Raiders, you'll see your position, friendly bases along with the menacing, growing bases belonging to Yellow Shadow. A targeting cross-hair is used to plot a course to engage the enemy or rendezvous with a friendly base. Information to supplies and troop strength is only a mouse click away.

Electronic alarms sound as depth charges start pounding on the hull of your submarine. Now you have two choices, run for your life or engage the enemy. Selecting the PDP vehicle, you see yourself dressed in scuba gear entering the airlock, ready to exit the sub. Next you'll find yourself piloting the PDP across the sea floor, complete with air bubbles and kelp in the foreground. Joy-stick response is excellent as you try to get your targets in range of your laser weaponry. Your principal undersea foes are: warrior patrols, worker patrols or defense patrols.

If you decide to only work with scuba gear, you can exit the sub armed with a spear gun, to defend against the sharks if need be. Enemy bases can be destroyed while in scuba gear by deploying a UCD which is detonated by an automatic timer. After you drop the UCD you must quickly get back to the sub in order to be protected from the blast. If your sub is too close to the explosion it too can suffer structural damage.

I haven't played this game for more than 90 minutes so far but I can say it isn't one of the easiest I've

played. There are three levels of difficulty that are player selected by the function keys. This one player game features a pause control and a save game option. The game you save overwrites any other saved game on your save disk.

As for documentation, you're supplied with a small folder marked TOP SECRET. Inside the sealed folder you will find a complete explanation of your sub's controls and weaponry, along with intelligence briefing information. This game moves along quickly, as you are limited by the available air supply in your sub. The fate of the free world rests in your hands. Good luck!

## Bits 'n Bytes

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members are asking.

Beyond her tangible accomplishments, Michelle has instilled a whole new attitude among the membership of MilAtari. She has built her administration around 3 qualities and ideas: honesty, integrity, and a belief that the needs of the members must always come first. I have personally heard many members comment that they find their association with MilAtari far more fulfilling and more fun under Michelle's presidency than before, because they believe that she truly cares about them and their needs.

It seems that things are going to get even better since Bob Brodie's visit. He frequently commented as to how impressed he is with MilAtari's organization and leadership, and he is firmly committed to support of our group and its activities. Since Bob is Atari's most significant public representative, I feel that this proves beyond any doubt that MilAtari Ltd. is the place to be for Atari support in the Milwaukee area and beyond. I believe that Michelle's fine leadership is the major contributing factor to MilAtari's enhanced relationship with Atari Corp.

I thank you, Michelle, for all of your efforts in the club's behalf. You are to be commended for the fine job you are doing as president, and I look forward to your second term.

**Dennis Wilson**

# ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 261 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the MilAtari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however.

**ANTIBOMB:** If you're tired of the cherry bombs or mushroom clouds displayed when a program crashes then you'll find this utility essential. It replaces the bombs with a user friendly alert box that identifies the error in English. It also gives you the opportunity, depending on the exception type to either continue with the program, terminate the program, or reboot (warm or cold) the system. It runs from the Desktop or from the AUTO folder. For all STs, all versions of TOS, and all resolutions.

**CARDFILE:** Cardfile - This accessory is a specialized data base which is valuable to anyone who uses a word processor for correspondence or keeps a record of addresses or phone numbers. It helps you organize business cards for the office or addresses for the home. It has a simple but powerful searching capability to allow you to quickly find what you need. It will address

individual envelopes, generate phone lists, or even compile address books. If you spend long periods in a word processor, it provides instant access to phone numbers and addresses without having to interrupt your work. It will even dial your phone for you automatically!

**DCSHOWIT:** DC Showit - A complete replacement for the GEM desktop "SHOW" routine which is used to 'type' files to the screen. It is a terminate and stay resident (TSR) program which is placed in your AUTO folder. When at your desktop, you doubleclick on a ASCII text file. Then when you click on "SHOW", it is called instead of the system's SHOW routine. You may then scroll back and forth in the text file using the two mouse buttons. The program will also allow you to view NEO and uncompressed DEGAS picture files.

**DESKMG31:** Desk Manager Ver 3.1 - A program that goes in the AUTO folder of your boot disk. It will automatically select the correct DESKTOP.INF file for your desired resolution, and allow you to choose which AUTO programs and desk accessories will load. In addition, if one of your AUTO programs is GDOS, the program will also let you choose the ASSIGN.SYS file which will be used with GDOS. And one of the nicest things about it is that it lets you use the mouse to select files! It can display a startup picture during bootup before entering the selection screens, in either Spectrum 512 compressed (color) or DEGAS uncompressed (monochrome) format, and a "Help" function has added, and you configure it to bypass itself on bootup unless a key is pressed. A major new feature has been added in that you can create "preset files" which will set up your entire system with one keypress or mouse click! These preset files contain all the information that Desk Manager needs to select your DESKTOP.INF file, AUTO programs, ASSIGN.SYS file, desk accessories, and ANY other "custom" files you designate. The "custom" files can be copied from one place to another or simply renamed in place, letting you use Desk Manager to select configuration files for any type of AUTO program or desk accessory (as one example) if you wish. It works on color or monochrome monitors.

**FUJI:** Fujimate - An AUTO folder program for placing a small rotating Atari Fuji symbol in the upper left-hand corner of your screen. An accompanying accessory allows you to "hide" it, if it interferes with a program you wish to run.

**HOSPITAL:** A Suite of Virus Prevention and Detection

**ST PD Update**  
from previous page.

**Programs for the Atari ST - This suite of programs has been developed to detect and prevent the spread of viruses on the Atari ST computer. The programs apply primarily to floppy disk boot sector viruses but some do have a wider application.**

**BOOTCMP:** This program should be placed in your AUTO folder. It compares the floppy disk boot sector with a file to verify a virus has not been written to the disk.

**DT:** This is a generally useful disk toolbox. With it you can reversably change the executability of a boot sector and change the order of execution of AUTO folder programs.

**GOODBOOT:** This program allows you to create custom executable boot sectors.

**MEDICAL:** This is a program for the bulk checking of your disks for possible infection and checks to see if a virus is resident in your computer's memory.

**RESET2:** This desk accessory allows you to reset the computer. You can do either a warm or a cold boot.

**SKULL:** This program should be placed in your AUTO folder. It is a virus killer. If your machine is infected then a skull will appear at the left hand edge of the screen and the machine will hang up. You must then switch the computer off and boot with an uninfected disk.

**VACCINE:** This program should be placed in your AUTO folder. When run, it installs itself in the machine and attempts to prevent any active virus from infecting a disk. It also checks for viral code on incoming disks.

**VECHECK:** This program should be placed in your AUTO folder. It compares the vulnerable areas of memory that viruses usually change, with a file saved when the machine was in a known clean state.

**QUIKLOCK:** Quick Lock VER 1.2 - An auto folder program and accessory developed for protecting ALL drives connected to your ST, including ram disk and hard drive partitions. It will also allow you to "read protect" as well as "write protect" a drive. This means you must enter a password before being allowed to access a particular drive. Extremely useful for people with hard drive partitions they do not want others to access.

**DISK 262 - GAME DISK**

**COLRQUEST:** Color Quest - A simple game that can really shape up your memory. The game board consists of four color buttons. The object of the

**HERO:**

game is to remember which buttons the computer or another player selected (in order) while continually adding new buttons to the sequence.

The beautiful Princess Pulchra has been taken captive by the really naughty wizard Baldur. The King wants her back, and you, being a real Hero, are determined to rescue her. In order to do this, you must find your way to the lowest section of the dungeon and find the room containing the princess. She is held in a cell in this room. Also in this room is Baldur himself. You must kill Baldur somehow, and open the door to the cell. She will follow you wherever you go. If you guide her out the front door of the dungeon, you win! Sounds easy? Of course, there are a few obstacles in the form of monsters and hidden doors. You also need to find water flasks and rations to keep you alive to enjoy your reward. On the other hand, there are armour and weapons to be found in the dungeon, some of them magical. Spells that you find may be helpful too! These items may be found in the chests you stumble across, but they just might contain traps too. A fine graphic role-playing game played with a joystick.

**DISKS 263 - 265, A 3-DISK GAME**

**The History File -** If you are a teacher or just a parent looking for something educational to make you or your children really think, then this is for you. Based on an adventure game type scenario, you visit the Scottish village of West Calder in 1980 and then go back to visit it in 1884. You must search the village, talk to people, observe what is going on, etc. Ultimately, you must solve the crime that "shook the village". This is a three disk set. Disk one is The Investigation, disk two is The Case, and disk three is The Database. Full documentation is provided on disk and a special teacher's manual is provided for teachers. The program was written using STAC from Incentive Software. The graphics were created using the Image Scanner from Ladbroke Computing and altered using NEOS. The booklets and teachers notes were written using First Word and Newsdesk DTP program.

**Disk 263 - The Investigation**

The village of West Calder can be found about 14 miles to the west of Edinburgh. Until the mid 1850's it was a village of purely rural insignificance, merely a conglomeration of small farms and large private estates. The investigation is set in the West Calder of the 1980's. The aim of the investigation is to give pupils some idea of the sources available to the modern historian and the methods used in any historical investigation. Tied to this is the pupils' search for information concerning 4 individuals, including a woman who was murdered in 1884 and the man who was arrested for and charged with her murder. In the Investigation you travel around Wes

Continued on next page

**Bob Brodie Visits**  
from page 7

sharing a LYNX commercial which is being run in New York.

D.A. Brumleve, the well known author of a number of Kid Programs, also held a very interesting discussion on kids and computers. She provided tips for parents of computer enthusiasts in general as well as pointers for computer/kid care rather than an hour sales pitch. D.A. Brumleve is a well respected name in the Atari community, and I appreciate having had the opportunity to meet her and attend her seminar.

Perhaps the most important aspect of this fest for MilAtari was the opportunity we were given to build on an established relationship we have with Atari through Bob Brodie. Bob publicly and privately expressed his strong support for our current administration and its reputation, and for our involvement in the upcoming GEN CON '90. Bob speaks very highly of MilAtari Ltd., its newsletter, its members, and its officers. I am proud to be an officer of a user group that is respected by the Atari community, and Atari Corp. as well.

This weekend was also a great opportunity for MilAtari members to get to know our LCACE neighbors. I really enjoyed working with the LCACE group, as they are professionals all the way. I congratulate them on an excellent effort, as I also do to all our members who were involved with working or planning for this event. I especially wish to thank my very good friend Armin Baier for his involvement, and his never ending support. Thanks Armin!

On behalf of all the members I'd like to especially thank the following people: first and foremost Mr. Sam Tra-miel for sending Bob out to the Midwest, and for the generous donations; Bob himself for making the trip out, and his special presence at our meeting, as well as all his kind words of support and encouragement; the LCACE gang who worked so hard to make the fest a huge success; our own members who did the same; all those who attended, especially those

who travelled long distances; and very special thanks to Mr. John Schultz, the guy who first approached me with an idea for a social event for our two groups.

If you are reading this now and kicking yourself for missing this event, take heart, there's always next year!??!

Michelle

\* \* \*

**ST PD Update**  
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Calder. You can visit the local newspaper office, the library, the old churchyard, etc. Listening and talking to people can provide you with valuable information. You can also visit the City of Edinburgh - the Census Office, National Library of Scotland, etc.

**Disk 264 - The Case**

In this program, pupils are given the opportunity to travel back to the year 1884 and examine primary/original evidence about the murder case. This program will bring out the uncertain nature and inconsistencies of historical investigation. As pupils will realise there is no one correct answer to this case, but a number of theories can be put forward, depending upon the evidence you select to build your case.

**Disk 265 - The Database**

This disk is a database of useful information to help in the study of local history.

\* \* \*

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